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Newsletter of the Combined Atari User Groups

PRESIDENT'S MESSAGE

Summer is here and everybody tends to lay back and relax a little. We'll do the same in that for the next two months (July and August) we'll present some "light" programs...graphics and entertainment.

July and August have traditionally been our lowest attended months what with vacations and the lure of the mountains on weekends. If you can get away, go for it. But if you find yourself stuck here in the desert on the second Saturday of the month, stop by and see some interesting demos on 3-D graphics software (July) and the latest and best of the entertainment software (a fancy name for games) in August. We'll resume the "heavy" stuff in September with a program dedicated to utilities...what's available, what they do and how to use them.

Coming up on July 11th we have two very interesting demos of two 3-D graphics programs. For the 8-bit computers, we'll be showing off "Super 3D Plotter II" from Elfin Magic. This powerful program is a "complete 3D image design, display and animation package" promising the ability to develop "high-rez images that can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second!" You can enter your image as numeric data or right on the screen using a joystick. "Super 3D Plotter II" also features true hidden surface elimination, super high-rez printouts on your dot matrix printer and merging of images. As you might expect, the above information was gleaned from their ad in a recent issue of Analog. Come out Saturday and see for yourself if this

program truly lives up to its hype of being the most powerful 3-D graphics program available on an 8-bit computer system.

For the ST owners we hope to have a demo of Tom Hudson's newest version of his CAD 3-D program called "Cyber Studio". "Cyber Studio" includes CAD 3-D version 2.0 with many enhancements to what was already an amazing graphics program. This new version supposedly offers "network-quality 3-D graphics" and rivals systems costing thousands of dollars. Just listen to these promised features:

- True STEREO capability
- Dimensioning for real-world object scaling
- Three independent light sources
- Z-buffering for 100% hidden line removal
- GDOS output for ultra-high-rez printouts
- Super Extruder tools

Plus, included in this package is Mark Kimball's "Cybermate, the CAD 3-D Animator". This incredible program transforms your 1 meg ST into a Ten Megabyte frame buffer capable of storing up to a thousand animation frames of 3-D objects in RAM and play them back at speeds of up to 60 frames per second! You can also add sound effects (using the G.I.S.T. Sound Editor). Numerous support disks are available with pre-defined objects, fonts, etc. Again, all of this is from the advertising found in the ANTIC catalog. If you want to see some truly amazing 3-D graphics, join us this Saturday, July 11th, at Faith United Methodist Church. And if you're not there, we'll just assume you're having a great time on some cool beach in San Diego!

nw pac

N.W. Phoenix Atari Connection

An Independent Users Group

sevilc

SOUTH EAST VALLEY ATARI CONNECTION

NYBBLES & BYTES

This newsletter is written and published monthly by the North West Phoenix Atari Connection (NWPAC) and the SouthEast Valley Atari Connection (SEVAC).

Both groups are non-profit organizations devoted to the exchange of information concerning all Atari computers. Neither NWPAC or SEVAC are affiliated with Atari Inc.

NYBBLES & BYTES welcomes contributions of articles, reviews, and other material related to Atari computer products. Material to be submitted should be uploaded to the club BBS under the heading of "NEWSLETTER". See instructions below. If you do not have access to the BBS, call the editor to make other arrangements.

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Deadline for copy to be included in the following month's issue is the 15th day of each month.

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Classified ads of a non-commercial nature are free to all current members. Commercial rates are:

Full Page	\$30.00
Half Page	\$20.00
Quarter Page	\$10.00

CLUB BBS

P.A.U.G.S. (Phoenix Atari User Groups)

NWPAC and SEVAC provide a BBS system for its members at 242-4259. The system is operated 24 hours a day, 7 days a week. BBS usage is restricted to club members or on an exchange basis with other user groups. For additional information, call either Bill Smith at 934-9935.

UPLOADING ARTICLES

All text should be in ASCII format. 1st word is suggested for the ST's with the WP mode off. Atari Writer is suggested for the 8-bits.

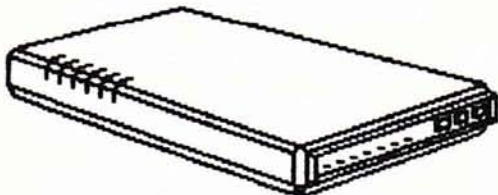
Pictures, illustrations, etc, can be in either 8 Bit or ST format. However, keep in mind, that since this newsletter is in black & white, certain color pictures will lose clarity in translation. High resolution DEGAS or Graphics 8 pictures will work the best.

NWPAC

NORTHWEST PHOENIX ATARI CONNECTION

FROM THIS CORNER

By Roger Downey



About a year and a half ago, I got my first taste of telecommunications when I bought an Atari 850 Interface, and an Atari 830 acoustic modem came with it. For a while, I had "BBS fever." I logged onto just about every local Bulletin Board I heard about; I called CompuServe and burned up the complimentary time included with the modem.

The Atari 830, though, is slow at only 300 Baud, and inconvenient. It has no auto-dial feature; you must dial the phone number of a BBS like you do on a "voice" call. When you make a connection, you hurriedly shove the handset into the modem's cradle and hit "Return." The location of your telephone has a lot to do with how long you're willing to put up with an acoustic modem. If it's hanging on a wall, you do what I did - buy a 15 foot extension cord for the handset and stretch it across the kitchen table to your computer desk.

For about the past year now, a new modem was my number one priority. I had two requirements: the modem must be 1200 baud and it must be a direct connect modem, one that would dial a phone number automatically. I dreamed of owning a Hayes, the industry standard, but knew I couldn't justify the price. So, I began looking for a less expensive Hayes compatible modem. There are several, but Avatex Modems caught my eye because mail order houses were really beginning to discount them last fall. Then, our club librarian, Paul Parks, bought an Avatex, and it was love at first sight (or is that byte?).

After further investigation, I discovered there are two Avatex models...the 1200 and the 1200hc. The 1200, for all practical purposes, is Hayes compatible. Whatever differences there are amount to no compatibility problems, but since this would be my one modem purchase, probably forever, I decided to spend the extra money for the 1200hc, which Avatex guarantees is 100% compatible with Hayes modems. Unlike the 1200 model, the 1200hc has "dip" switches in the rear so that it can

configure with all computer set ups (more about that later). The 1200hc also has an on-board speaker which allows you to hear the phone's dial tone, the number being dialed and the connect tone with a BBS.

Both models require the Atari 850, the ICD PR: CONNECTION, or the new ICD MIO Expansion Board to work. As I said, I already had the 850 interface. If you don't, expect to pay around \$100-110 for an 850 from a mail order house (Hard to believe that we're still paying that much for 1982 technology). The Avatex 1200 goes for about \$90; the 1200hc for \$115-150. I saw an ad for Side-Line Computers, a New Jersey mail order company, in an *ANALOG* Magazine which offered to match any "advertised" price in the magazine, plus send it to you for free - no shipping cost. I found an ad for a 1200hc, quoting a price of \$125.26 at that time, xeroxed the ad and mailed it to Side-Line with my money order. It took almost four weeks, but I got my modem on a Friday in early February.

I knew a direct connect modem called for some special treatment, so before I even took it out of the box, I went to Home Depot and bought the line and connectors to install a phone extension next to my computer. Proud of myself for that successful operation, I began to hook up the Avatex per the manual's instructions, setting the "dip" switches as pictured. With everything in place, I went to boot my "850 Express" program, but got an "Error 164" message. I had a file mis-match. No problem (I thought)! On that same disk, I had a copy of "AMODEM 7.0" which is also an autodialing program. I booted it, followed the prompts, typed in the club's BBS phone number, and waited...and waited...and waited. I went through the sequence a second time, a third time, a fourth time - the # % @ ! " % \$ thing wouldn't work!

I called Bill Smith and his son, club members who operate the BBS from their home. The younger Bill Smith spent 40 minutes or so on the phone trying to help me figure out the problem. We said our goodbyes believing the problem must be in the modem, the modem cable or the 850 interface.

I found my warranty card from Avatex which listed an 800 number for purchasers with technical questions. Although it was Sunday, I thought I'd give it a try. I got an answering machine. The recorded voice listed common problems and suggested solutions and concluded with a promise to call you if you left your phone number, name, and time you could be reached. I left that information, hoping that I could at least talk to someone before giving up.

The next afternoon, at 3PM - the prescribed time I'd given - Rick Roberts of Avatex returned my call. I explained my problem, we went through the set up routine, I booted "AMODEM 7.0," and neither one of us could get it to dial a phone number. I then suggested we try "HOMETERM," part of the "HOMEPAK" program trilogy. It isn't an autodial program, but we were desperate. I found that "HOMETERM" worked!!! Rick and I discovered that "AMODEM 7.0" for some reason does not generate a command tone that the Avatex will accept. I exited that particular program, acquired another copy of 850 Express, and have been pleased with it ever since.

Now, I must tell you an important thing. The picture of the "dip" switches in the manual show a setting that will NOT work with the Atari. Of the eight "dip" switches, only #3 is in the "down" position; the rest must be in the "up" position. This was the other important discovery Rick Roberts helped me make

I cannot say enough about the after-purchase support from Avatex. First of all, the phone call to seek help was free. Then, Rick called me back on his nickle and spent 45 minutes resolving my problem. And, the Avatex 1200hc is *SUPER!!!*

PORT TEST

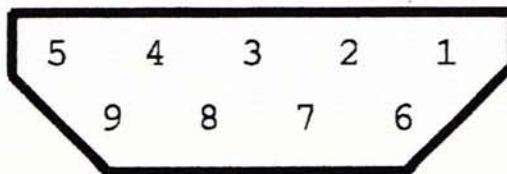
850 INTERFACE MODULE PORT TESTING

BY BUZZ KELLEY, MACC

Determining if the 850 is full functional is not as easy as plugging in a modem or a printer and seeing if these devices work. Here we need a connector made from an old joystick, or a plug (a DB9 male) locally from Radio Shack, Inland Electronics, or your parts bit.

Connect pins 3 & 4 (according to the diagram) with some wire by soldering or wire wrap methods.

Diagram of the R: Socket as you see it on the 850:



Program used for the test:

BPS SELECTION TABLE:

PBS	TRANSMISSION RATE
0	300 BITS PER SECOND
1	45.5 BITES PER SECOND
2	50 BITS PER SECOND
3	56.875 BITS PER SECOND
4	75 BITS PER SECOND
5	110 BITS PER SECOND
6	134.5 BITS PER SECOND
7	150 BITS PER SECOND
8	300 BITS PER SECOND
9	600 BISTS PER SECOND
10	1200 BITS PER SECOND
11	1800 BITS PER SECOND
12	2400 BITS PER SECOND
13	4800 BITS PER SECOND
14	9600 BITS PER SECOND
15	9600 BITS PER SECOND

You need to load and run the rs232c handler as found commonly on atari dos 2.0, 2.5, or sparta dos, top dos diskettes.

Next time we'll go into greater detail of the error messages that are produced by the 850, and just what they mean.

```

100 DIM SEND$(255): REM STRING TO SEND TO THE 850 PORT UNDER TEST.
110 DIM RECV$(255): REM STRING TO GET FROM THE 850 PORT UNDER TEST.
120 DIM R$(1), PRT$(10): REM PORT NUMBER TO TEST
130 PRINT CHR$(125): REM CLEAR SCREEN
140 PRINT:PRINT:PRINT "BAUD RATE":;INPUT PBS:REM SET ACCORDING TABLE BELOW
150 PRINT:PRINT "R: PORT NUMBER TO TEST ":;INPUT R$: REM R:PORT NUMBER USE 1,2,3,OR 4.
160 PRT$=CHR$(34);"R" :PRT$(LEN(PRT$)+1)=R$:PRT$(LEN(PRT$)+1)=":";CHR$(34)
170 XIO 36,#2,BPS,0,PRT$: REM CONFIGURES 850 FOR OUR USE
180 OPEN #2,13,0,PRT$ : REM OPENS 850 PORT THAT WE WILL BE USING
190 XIO 40,#2,0,0,PRT$:CLOSES 850 CONFIGURATION MODE
200 PRINT : PRINT "ENTER TEST DATA TO SEND: ";;INPUT SEND$
210 PRINT #2; SEND$:REM SENDS OUR DATA STRING TO THE PORT FOR TESTING
220 INPUT #2;RECV$:REM GETS OUR DATASTRING BACK FROM THE PORT
230 PRINT : PRINT RECV$ : REM SHOWS YOU WHAT CAME BACK
240 IF RECV$<> THEN PRINT : PRINT "ERROR CONDITION ON PORT #";R$;":GOTO 260
250 IF RECV$=SEND$ THEN PRINT: PRINT "PORT UNDER TEST PASSES THIS TEST"
260 CLOSE #2: END : REM TYPE <RUN> TO DO AGAIN.

```


SEVAC

SOUTHEAST VALLEY ATARI CONNECTION

SEVAC SECONDS

By Tim Barr

Just got back from our first meeting at the new location. I hope that the low turnout was because the meeting time was not listed in last month's newsletter (and the map wasn't very good), and not because of our change of venue itself. I will make a better version of the map, because now I know what the area looks like. And the NEXT MEETING will be on July 18th, at 10:00 am, in the Eaton Business Park 3224 S. Fair Lane, Tempe.

Enclosed in this newsletter you will find a questionnaire asking for your input into what we should put together for theme meetings. Please take the time to fill out and mail this sheet, as I would like your input and support for this project. Volunteers are also welcome, as the club officers can only cover so much software themselves. I will try to put together a review format that can be used to as a core for a review that will list the basic information need by an average user (how big, easy to use, fast, etc.)

Another subject that has been brought up is holding a raffle at the club meeting. I think that this is a good idea, but only if we can get enough participation from the members. It could be tied into the theme of a meeting by offering one of the reviewed pieces of software as a prize. Cost would be the only problem with this, but we may be able to get reduced prices from dealers/ suppliers for the software used as prizes. We also have a lot of promo material, from Atari, that we could use as prizes for the raffle. I would like to have a fuller discussion of this at the next meeting, when our Treasurer is present.

Lastly, I would like to thank JIM Johnson for his MIDI demo at the MAY meeting, and apologize for getting his first name wrong again in the June newsletter.

See you next month!!

ANTIC'S JUNE '87 CES REPORT

BY NAT FRIEDLAND, ANTIC EDITOR

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Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundtrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements... The first day of CES is still underway as I write this on Antic's trusty Radio Shack 100 in hopes of catching a special Saturday merge that ANTIC ONLINE has arranged with CompuServe. So let's get right to the opening round of news:

8-BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now-discontinued 1050 drive and priced in about the same \$160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME SYSTEM

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for \$19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode.

ANOTHER ST BONANZA

This CES had another dazzling array of ST computer products on display. We'll be looking at a lot more of them in our later reports. During just our first hours around the crowded Atari area, here's what we found that seemed especially impressive:

Micro D of Canada was showing a prototype 2/4Mb memory upgrade board that is supposed to install inside any ST without soldering. The Data-Free Board will sell for \$159 without RAM chips. The 4-megabyte upgrade requires 32 chips and the 2Mb takes 16. The chips cost \$30 each from Micro D or you can shop for a better price on your own.

Hybrid Arts, the king of Atari MIDI developers, was showing their \$1995 ADAP Soundrack digital sampling system, which will be on sale in July. ADAP offers the sound quality of compact disks -- in true stereo if you get a dual hardware setup. On a stage in the Atari area, ADAP was in action -- effortlessly pulling selected portions off any tape and manipulating the sound in real-time with a simple visual interface. Sounds could be played back in reverse, cut and pasted, stretched, faded and otherwise manipulated, as fast as you could click a mouse.

Frank Foster of Hybrid Arts told Antic that Tom Hudson is looking into the ADAP math co-processor box for speeding up certain math-intensive operations of his graphics software (DEGAS, CAD-3D) such as ray tracing.

Shelbourne Software's 3D Breakthrough, the

first ST game using the Stereotek 3D Glasses, was a spectacular sight. You move through an elaborate maze by shooting your way through flashy barriers. The disk will also include a non-3D version that doesn't require glasses.

8 BIT PRODUCT ROUNDUP

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Poulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom."

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July.

Video Title Shop (\$29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro-Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at \$29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is... Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed *almost two years ago*. The XL/XE version is \$49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchhikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will

blend role-playing with the text adventure format.

Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

ST COMING ATTRACTIONS

What looked like a very powerful and easy-handling 2-D drafting and drawing program was being demonstrated by Xetec of Salina, Kansas (makers of the Grafix AT which has been reviewed in Antic). SCAD gives you pages for 16 ST drawings in RAM. All commands can be operated from GEM or from the keyboard. The \$99.95 program is due in September and will not be copy-protected. Page sizes can be defined as large as 32 X 32 inches and many powerful graphics editing tools are built-in. SCAD can convert images into DEGAS format. We'll also be reviewing Xetec's new Printer Enhancer, a \$249.95 buffer/switcher with 8 built-in type fonts.

A software team from Venezuela was showing MasterCAD 3-D, a \$199.95 program that converts any 2-D image into real 3-D and seems quite easy to operate. The current version requires 1Mb and monochrome. Final U.S. distribution is still being set.

Passport Designs, a leading MIDI software house, is rushing to convert its first ST product -- Master Tracks Pro, a high-powered, user-friendly 64-track sequencer that has been winning rave reviews on the Macintosh this spring. The Passport CES team told Antic that three out of four visitors to their booth wanted this product on the ST instead of the Mac.

Computereyes, a 1986 Antic Award Winner, is being shown at CES in an inexpensive \$149.95 monochrome version (it can produce gray scales on the color monitor). This is the latest Atari video digitizer from Digital Vision. Their ST color unit will be reviewed in the August 1987 issue of Antic.

Another specialized new use for the ST is to run a graphics database for serious chessplayers. SciSys of London is showing two versions of ST ChessBase-- the software that current World Champion Garry Kasparov has been using to prepare himself four tournaments.

With Chessbase Sr., every recent tournament game of an upcoming opponent can be fed into the database and instantly examined from a vast variety of viewpoints to pinpoint potential weak points of play. You can see how an opponent reacts to any standard style of opening or strategy. ChessBase Jr. works with the expensive Leonardo world-class chess computer and the ST. U.S. distribution for all these products was being finalized at CES.

An add-on to PrintMaster Plus, the Print Shop workalike from Unison World, will be a Fonts and Borders disk. Price is not yet set.

GAME GALLERY

Microprose had a customized Link Trainer "flying" on the CES floor as it was piloted with the new Gunship helicopter simulation. The ST version is still under development.

Mindscape, which hosted a Sunday rock oldies concert for 1,000 (Bo Diddley, Sam & Dave) showed

two \$29.95 ST color games designed in England. Q-Ball is a 3-D billiards game played inside a cube where you can adjust the gravity and line up your shots off any wall. Plutos is a shootout where your rocket flies over the scrolling surface of the huge enemy mothership and attempts to destroy it.

From England's Psygnosis, creators of the visually awesome graphic adventure game Brataccas, comes another lushly-detailed extravaganza. Barbarian moves a Conan-type hero through an a vast, scrolling underground kingdom --color only-- where monsters and hordes of enemy guards must be overcome on every screen. Electronic Arts is starting to crank out some ST titles too. An enhanced version of Music Construction Set -- with MIDI -- is due in July for \$39.95.

Other new features are direct waveform editing and a jukebox playback mode.

EA has also taken over distribution of the First Byte talking ST software. First releases are MathTalk, a flashy arithmetic drill for youngsters, and a talking computer version of Mad Libs, the popular series of humor books where you add inappropriate words to prepared storylines.

Still more from Electronic Arts, a kind of super-Diplomacy strategy game called Empire, where you conquer weaker parts of the world and force them to build weapons and raise new armies for your war machine. But your enemies are just as ruthless, and you can also start the game by re-drawing the map of the world to suit your own tastes.

Logical Design Works has a whole line of fast-moving ST gambling simulations for \$34.95 each. Vegas Gambler combines blackjack, roulette, slot machine and poker machine. Other titles available are Vegas Craps and Club Backgammon.

From Canada Jagware is making its ST debut with Alien Fires, a color-only 3-D space maze arriving this summer.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is \$319 but previous Avatex modems have been dramatically discounted.

We ran into some offbeat items for souvenir-hungry Atarians. Classic Covers offers protective covers for Atari computers, monitors, disk drives and printers -- all emblazoned with a big golden fuji symbol and the Atari name.

Another company was showing credit-card-sized pocket calculators featuring the fuji and Atari name.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- \$65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price of Atari stock by about \$5, to over \$30 per share.

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for \$79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August. Features include: rescale, stretch, distort, bend,

bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, *Print Shop*. It is due this fall at \$49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the *ST Karateka* at \$34.95.

Timeworks *Desktop Publisher* this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their *Guderian* wargame.

And back at the bustling Atari booth, we got a look at *Bentley Bear Goes To School* -- a new ST educational series programmed in Israel and featuring the lovable bruin from the *Crystal Castle* arcade game.

Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as *Magical Mathematics* is of very high quality and the packages will sell for \$19.95 apiece.

ANNUAL ATARI ROAST

In its second year, the CES Monday night dinner of the ChicagoLand Atari Users Group (CLAUG) has become the Atari community's de facto annual roast.

On the evening before CES's final day, CLAUG invites a busload of executives and programmers from Atari and independent companies to dinner at a college dining hall in the western suburbs, about as far from town as O'Hare Airport.

After the visitors refuel themselves following a hectic day at the show, the event becomes a regular CLAUG meeting with every professional making a statement and answering questions.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that *ST Word Perfect*, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a \$199.95 list-price.

The XF551 can automatically adapt itself to today's

single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a \$1,500 laser printer, the Atari PC clone, the \$150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the musical instrument industry's show.

John Drafts thanks all who responded to his ads here in *Nybbles & Bytes*, but still needs the instructions for the following programs:

Congo Bongo, Galaxian, Gorf, Joust, 3D Tic-Tac-Toe, Pengo, Pilot, Bobotron, and Qix

If anybody has an extra copy, please contact:

John Draftz, 1507 W. Willow Avenue, Phx. 85029
942-3457

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QUESTIONNAIRE

This questionnaire has been put together to try and gather information on the interests of the club membership, so that special topic meetings can be set-up that will cover areas that our members are interested in. Please take the time to fill out and mail this questionnaire. Thank you.

Which User group are you a member of? (circle one)

NWPAC SEVAC

Which meeting(s) do you attend? (circle one or both)

NWPAC SEVAC

What type of Atari system do you own? (circle one or both)

8-bit 16-bit

Please rate the following topics on a scale of 1-5 (1 very interested, 5 not interested).

Topics

Program(s) you use:

____ Telecommunication

____ Databases

____ Word Processors

____ Spreadsheets

____ Programming Languages

____ Music

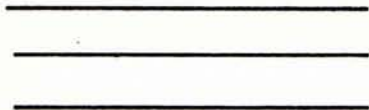
____ Art

____ General Utilities

____ Hardware

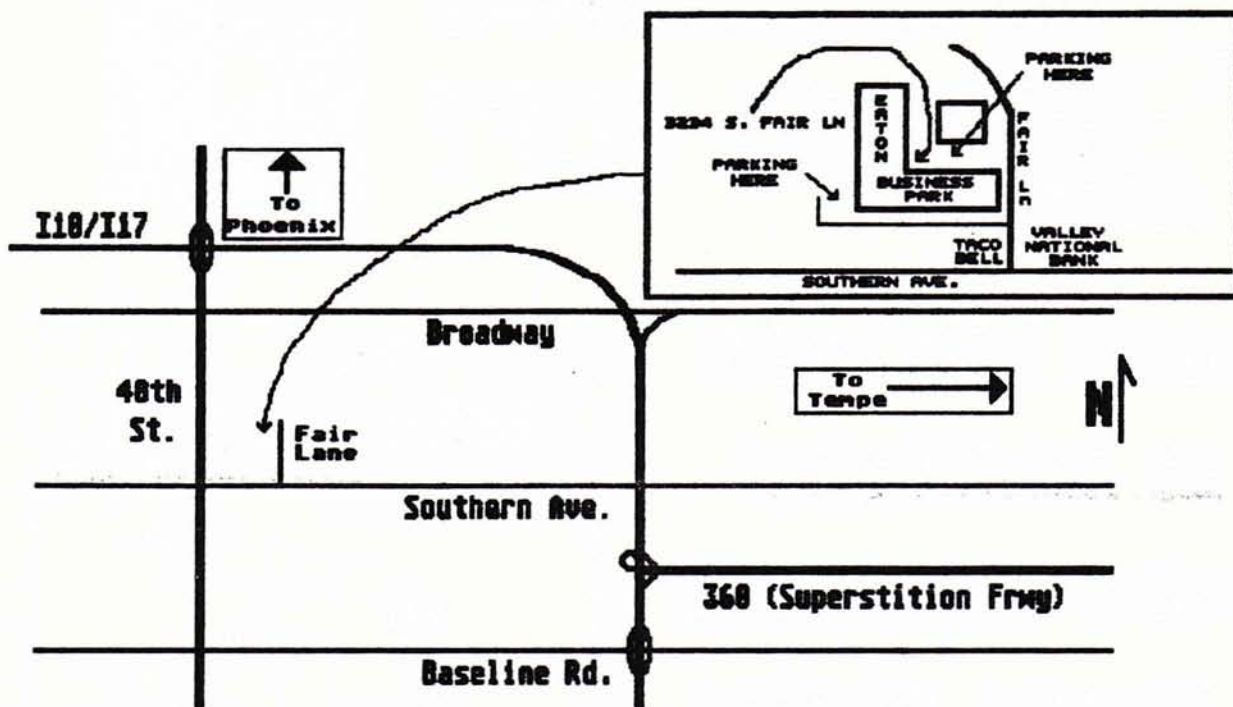
____ Books/Manuals

If you would be willing to give a presentation of any of the programs you have listed above, please list the topic and program, and write your name and telephone number below.



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How to find the SEVAC JULY MEETING!!



JULY 1987

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4 Independence Day
5	6	7	8	9	10	11 NWPAC 10 AM
12	13 STACK 7 PM	14	15	16	17	18 SEVAC 10 AM
19	20	21	22	23	24	25
26	27	28	29	30	31	

NWPAC and STACK meet at:

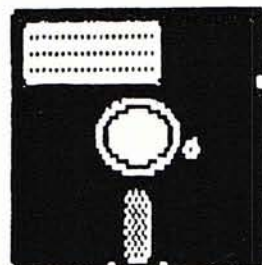
Faith Methodist Church
8640 N. 19th Ave., Phoenix

SEVAC meets at:

Eaton Business Park
3224 S. Fair Lane, Tempe



SOFTWARE
954-SOFT



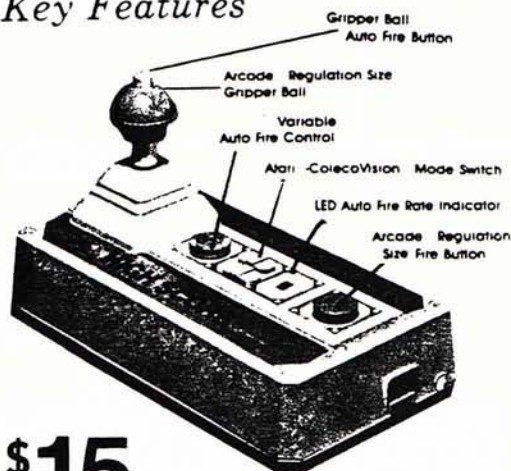
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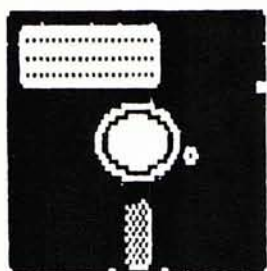
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NEWEST PRODUCTS

BY GREGG PEARLMAN, ANTIC ASSISTANT
EDITOR
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PIRACY ON THE HIGH SEAS

Yo ho ho -- Pirates of the Barbary Coast puts you on a trading frigate in the late 18th century. You're the captain, and you're searching for the ruthless Bloodthirst -- who has your daughter in his oily grasp. In order to raise the ransom and rescue her, you must trade in the various Barbary Coast seaport towns. Along the way, you also might find buried treasure on one of four possible islands. The only thing missing is a bottle of rum and a parrot shrieking "Pieces of eight!"

\$24.95. TDC Distributors Inc./Starsoft Development, 3331 Bartlett Blvd., Orlando, FL 32811. (305) 423-1987.

FROM KASPAROV TO SARGON

Chessmaster 2000, with more than 71,000 opening positions, contains the largest opening move library available for a computer chess game. The game provides 12 levels of play, teach and hint modes, and the ability to retract moves -- all the way back to the beginning of the game.

The Chessmaster 2000 library contains 100 famous games, such as the Kasparov/Karpov championships or even the Chessmaster 2000 vs. Sargon III battle of 1986.

\$44.95. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. (415) 571-7171.

THREE FROM REEVE

The ASCII- and DEGAS-compatible News Station ST (\$34.95) features text entry and graphics modes, clip art, an undo command and adjustable margins and line spacing. Disk Master (\$29.95) features a powerful sector editor, backup utility, custom formatter and a graphics display that shows you exactly what your disk drive sees. Finally, colorful graphics and realistic action on a 3-D ice rink is what you can expect in World Class Hockey (\$29.95).

Reeve Software, 29W150 Old Farm Lane, Warrenville, IL 60555. (312) 393-2317.

A MILLION FROM MICHTRON

GFA Draft (\$99.50), a two-dimensional CAD program, makes it easy to create circuits, scaled drawings and detailed plans. You can have 255 drawing layers (and display up to 10 at once) and two styles of variable sized/directioned text, or print or plot in different colors and densities.

Other features include Measure, Enlarge, Reduce and Rotate commands.

MichTron's TRIMbase (\$150) data management system lets you handle large amounts of data, enter names, addresses, personal or business details, and generate custom reports, both as tables and as free text. The program also provides special relational functions for cross-file interactions: condense, break up, merge, subtract and join files.

In Journey to the Lair, adapted from the arcade game Dragon's Lair, you'll help Dirk the Daring try to save Princess Daphne. The Dragon's Lair disk is \$29.95, as is the video laser cable, but the entire package costs \$49.95.

Karate Kid II (\$39.95), based on the film, pits Daniel against increasingly powerful opponents. Features include one- or two-player options, a MIDI-compatible soundtrack, joystick or keyboard options and realistic sound effects. Four dozen trivia cards -- half with questions, half with answers -- are displayed face down on the desktop.

You have to flip over two cards at a time trying to find the Perfect Match (\$39.95). The game features eleven categories, from sports to showbiz. You can even make your own categories and questions.

If you think about it, what else could R.A.I.D. (\$39.95) be but a program debugger? Features include a mini-assembler/disassembler, full screen editing capability, tracer options, copy, fill and move block commands, breakpoints you can reset and two screen displays to keep program and debugging activity isolated.

Shuttle II (\$39.95) is -- what else? a space shuttle simulator. Control the shuttle while docking an orbiting satellite. Maneuver the astronaut while he makes repairs and takes the satellite back to the shuttle for further inspection, then fly the shuttle back to Earth and land.

Match Point (\$39.95) simulates every aspect of tennis with accurate graphics and scoring, as well as a 3-D playing screen. With three levels of play, Match Point features a stadium full of fans, line judges, a score board -- even ball boys. Use your mouse, joystick or keyboard to play.

Perhaps the most exciting new MichTron product is the Realtizer digitizer (\$199.95 -- originally the Print-Technik Video Digitizer), which allows color and 16-gray-level images and lets you load and save pictures in NEOchrome and DEGAS formats.

When you're done with all these products, organize them with Super Directory (\$39.95), which reads your disk directories, recording their files, lengths and other attributes. Add personal comments and categories, sort, display and print organized directory lists. A disk library can hold 9,000 entries.

MichTron, 576 South Telegraph, Pontiac, MI 48053. (313) 334-5700. PRESS; FINAL on Shuttle II and Realtizer.

MUSIC SEQUENCER

MIDIsoft Studio, a flexible, easy-to-use line between the ST and any MIDI-equipped instrument, features fast real-time record, playback, overdub, rewind and fast-forward. It has 32 independently controlled polyphonic tracks and a capacity of more than 80,000 notes per song, and you can record or play from any point in the piece using autolocate.

\$99. Passport Designs, Inc. 625 Miramontes Street, Suite 103, Half Moon Bay, CA 94019. (415) 726-0280. FINAL.

CHILL, THEN SERVE WITH SILICON CHIPS

FTL's Micro Cookbook has hundreds of recipes and a complete cooking database program that can search and retrieve recipes by ingredient, category and more. The program can give suggestions for leftovers or new entrees, and you can add your own recipes.

Features include menu planning, portion sizing, calorie control and automatic preparation of shopping lists.

\$49.95. FTL, 6160 Lusk Blvd., C-206, San Diego, CA 92121. (619) 453-5711. PRESS.

GRAPHIC ARTIST 1.52

The new version of Graphic Artist provides a print queue and includes more printer and plotter drivers, as well as improved driver editors that let you support virtually any dot-matrix printer (including 24-pin printers, but excluding color printers printing in multiple colors), laser printers (except Postscript) and plotters.

Also, the last mouse coordinates typed are displayed when new coordinates are typed in.

Other features include improved pathname syntax checking, printing tips and more precise text margin alignments.

\$199.95. Progressive Computer Applications, Inc., 2002 McAuliffe Drive, Rockville, MD 20851. (301) 340-8398.

THREE CLASSIC COURSES

The Famous Course Disk: Volume II features three of the most difficult courses in the world: Turnberry in Scotland, the Inerness Club in Ohio and Harbour Town in South Carolina, for use with Accolade's Mean 18 golf simulation.

\$19.95. Accolade, 20833 Stevens Creek Boulevard, Cupertino, CA 95014. (408) 446-5757. FINAL.

GETTING YOUR 8-BIT ATARI TO TALK TO YOUR ST.

BY RICK BETHAM.

(Reprinted from the March '86 NATIONAL CAPITAL ATARI USER'S GROUP)

Many new owners of the Atari ST computers have probably come across the problem of transferring files

from their old 8-bit Atari computers. In most cases, getting the ST to talk to their modem was just a matter of purchasing or building a cable, acquiring a terminal package, and then calling up their local BBS. After the initial thrill of getting their ST up and running they probably started to notice that there is still a lot of good software available for their 8-bit machine. All they have to do is download it...well maybe they will re-connect their 8-bit machine to the modem and call back. Of course that is always the time when they find that elusive ST subroutine that they have been looking for so then they have to disconnect, reconnect their modem to the ST, recall the BBS, then...

And of course, what about the disk subscription you have to Antic magazine? How the heck are you going to get those ST programs off of that 5 1/4" disk? Do you really have to upload all those files to the local BBS with your 8-bit then call back with your ST and download them back onto your 16-bit machine? Sigh...if only you had bought that 850 interface...etc, etc.

Well, here is an easier way to transfer files and you don't need an 850 interface; or two modems; or a friendly SYSOP in order to do it. The solution is using a null modem cable. The cable gives you a very bare-bones RS232 configuration of a signal ground, a receive data and a transmit data line. In order to make a null-modem all one has to do is connect the receive data line on the 8-bit to the transfer data line of the 16-bit; likewise the transmit data line from the 8-bit is connected to the receive data line on the 16-bit; signal ground is common to both.

After building the null-modem I then used STTERM2 on my ST and Smartterm 5.0 on my 8-bit. I set both terminals to XMODEM protocol, 1200 baud, ASCII, and half duplex. I successfully transferred several test files from one Atari to the other without fail. The cost for this cable will be all of about \$13, and that is if you buy all of your parts new from Radio Shack. If you have an old Atari joystick, you can use the cable from that and save more.

PARTS LIST:

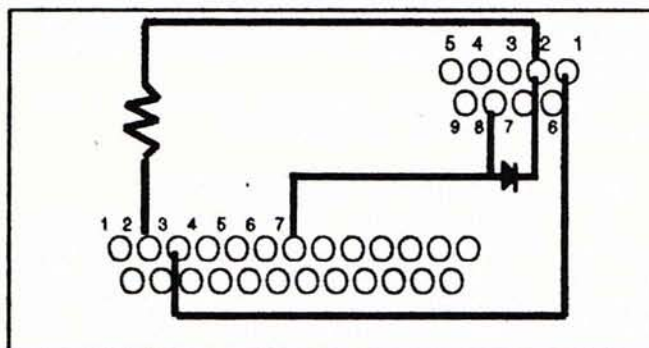
Atari joystick, plug and cord-#276-1538

Length of 3 strand wire

Switching diode-#276-1122

4.7k 1/2 watt resistor-#271-8030

25 pin RS232 female connector-#276-1548



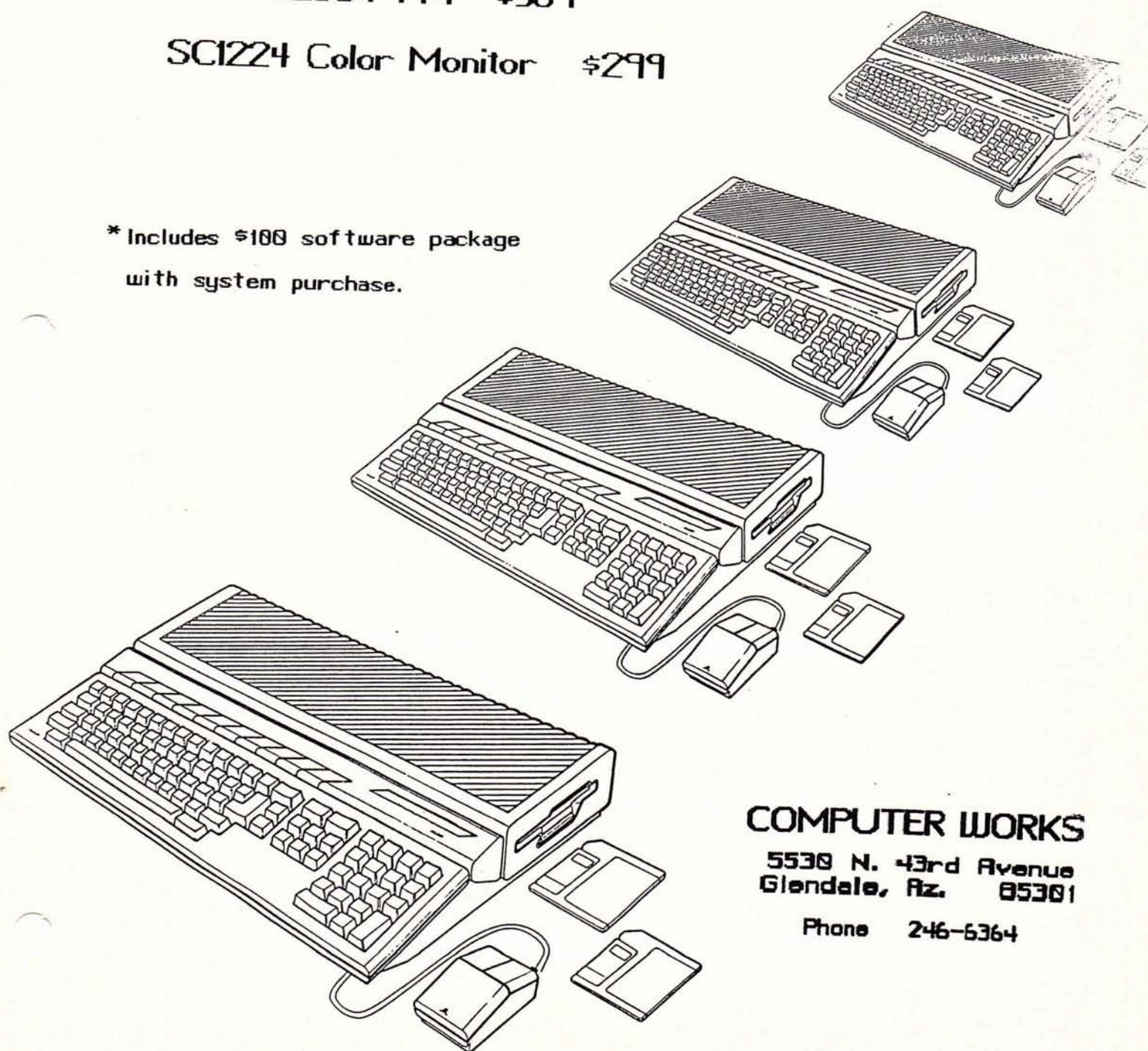
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